IEEE GameSIG Intercollegiate Game Showcase 2018
Game Overview: Press E To Escape   Date: March 26, 2018

One-Sentence Description	Press E to Escape is a 3D stealth puzzle game which requires creative yet intuitive strategy to escape from a high security space prison.
List of Team Members and Their Schools	Northwood High School Brian Luo (brianluo999@gmail.com) Michael Yang (michael.getemail@gmail.com) Mitchell Wang (mitchtheglitch@gmail.com) William Nguyen (willstar2242@gmail.com) Michael Park (jeesom11@gmail.com) Arthur Liu (arthur3.liu@gmail.com)
School Level	___ College/University X High School
Target Platform and Audience	Windows PC / Macintosh Everyone 10+
One-Paragraph Summary of Gameplay and Objectives	As a prisoner within a high security space prison, the player's objective is to use their skills, intuition, and logical reasoning in order to develop strategies and escape. The player can discover and craft variety of items to help them hide, evade, and hack their way out of the prison's security measures. However, the player must balance plotting their escape, surveying the environment, and adhering to the strict schedule enforced by the robot guards. Ultimately, the player must face the prison's warden in order to obtain the key to the only spaceship available in the prison.
Key Features	• 5 floors of immersive gameplay • Free roaming and interactive environment • Flexible schedule – skip phases as you choose! • Over 50 crafting recipes • Unique hacking mechanics requiring keyboard mastery and crisp, sharp reflexes • Challenging security systems - use reconnaissance to survey your path and form a plan
Thumbnails of Game Art	Chip Blue Crystal Grappling Hook Deck of Cards Toilet Guard Spaceship Stun Gun
Software Libraries and Packages Used	Unity 3D[DF4]
Third-Party and Ready Made Asset Credits	Unity Standard Assets
Faculty Member Name & Contact Information	David Monge, Northwood High School (davidmonge@iusd.org)

YouTube Link	https://youtu.be/yDuYThpafUk
Misc. Notes	

Submitted by: Brian Luo (brianluo999@gmail.com) 949-923-8498

When you send your submission, please answer the following:

What were the top technical challenges that you encountered in the project?	Throughout the development process, the top technical challenge was working with a Unity 3D, an engine that we had to learn after switching as a team from GameMaker: Studio. The majority of our art team learned how to utilize Blender, the 3D modeling program that was used to generate all of our original models. Unity 3D's hierarchical engine was vastly different from that of GM:S and forced us to write code in a completely new way.
How did the design evolve during development? What changed, and what didn't?	From a medieval prison escape game to a futuristic technical space prison game, our ideas have changed and evolved constantly. We had many debates regarding the range of powers and the versatility that is derived from our title "Press E to Escape," finally settling to allow the player to explore content and the prison itself with the button E, without giving the player superpowers.